E. V. ELCOUIN.

PLAYING CARDS.

APPLICATION FILED NOV. 30, 1914.

1,153,899.

Patented Sept. 21, 1915.

3 SHEETS—SHEET 1.

Fig. 1

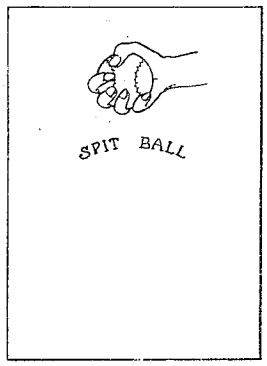


Fig. 2

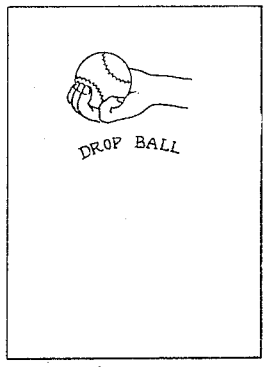


Fig. 3

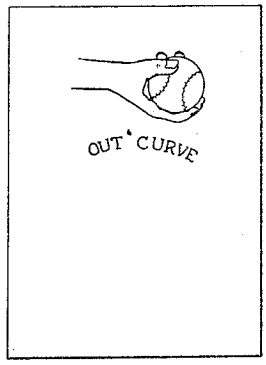


Fig. 4

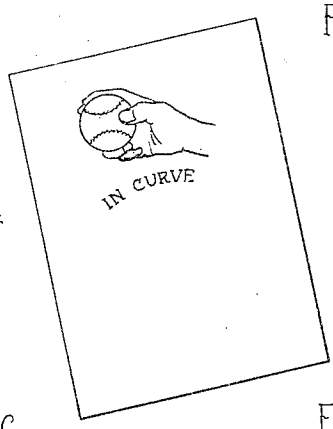


Fig. 5

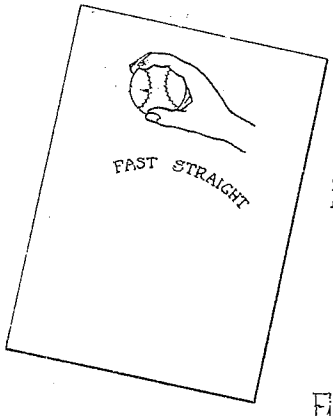


Fig. 6

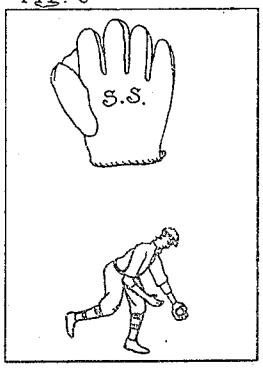


Fig. 7

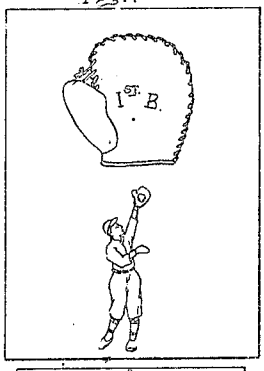


Fig. 8

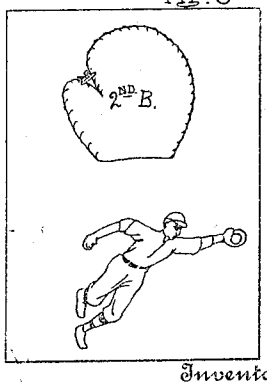
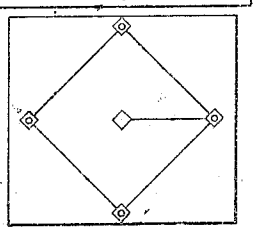


Fig. 9



Witnesses

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PLAYING CARDS.

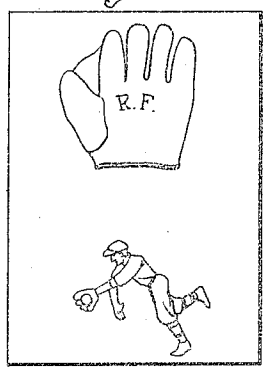
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3 SHEETS—SHEET 2.

Fig. 11



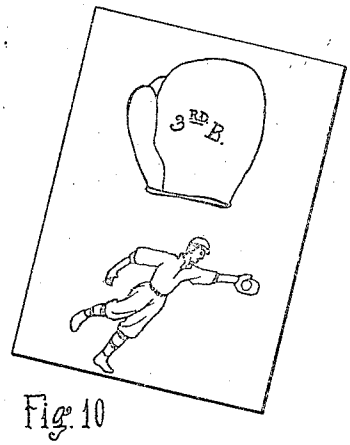


Fig. 10

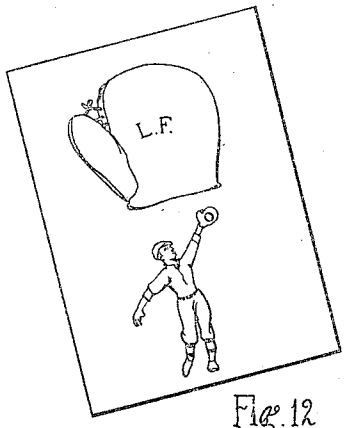


Fig. 12

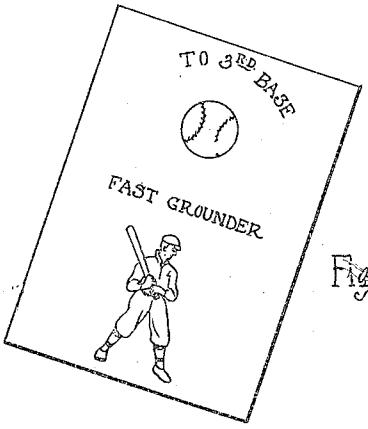


Fig. 16

Fig. 13

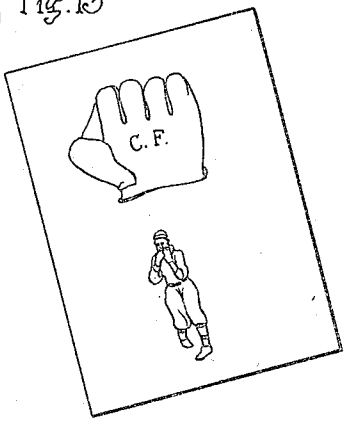
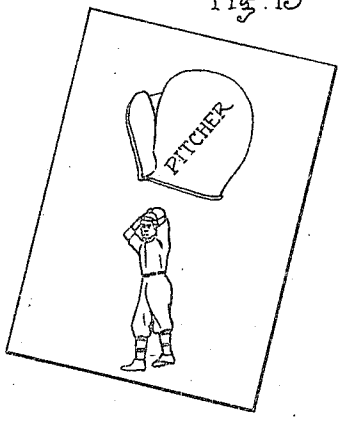


Fig. 15



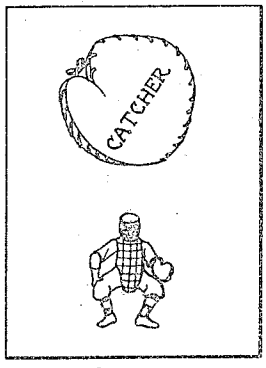


Fig. 14

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3 SHEETS—SHEET 3.

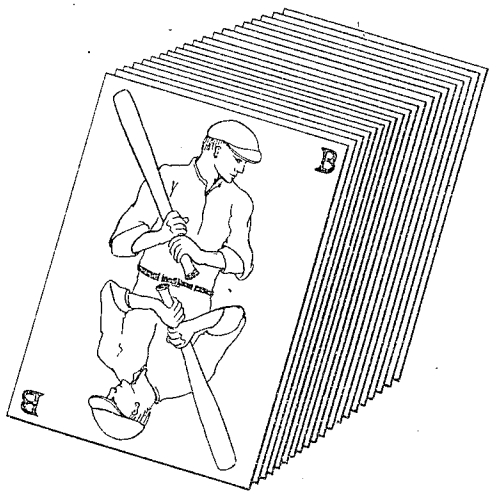


Fig. 17

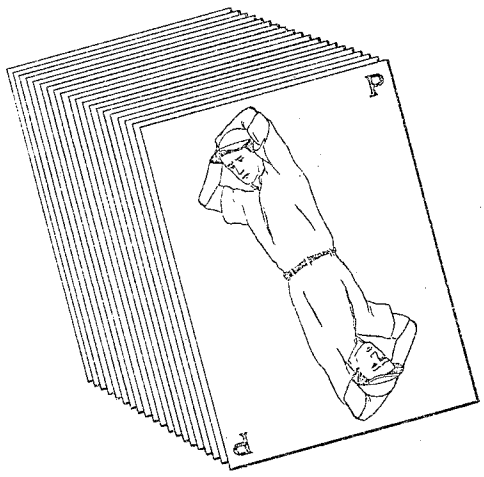
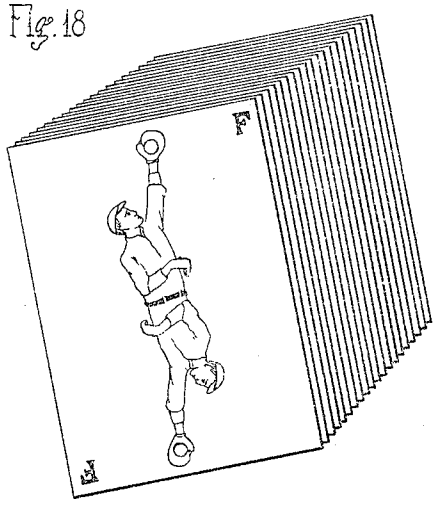


Fig. 19

Fig. 18



Witnesses
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UNITED STATES PATENT OFFICE.

ELI V. ELCOUIN, OF DETROIT, MICHIGAN.

PLAYING-CARDS.

1,153,899. Specification of Letters Patent. Patented Sept. 21, 1915.

Application filed November 30, 1914. Serial No. 874,648.

To all whom it may concern:

Be it known that I, ELI V. ELCOUIN, a subject of the Czar of Russia, residing at Detroit, in the county of Wayne and State of Michigan, have invented certain new and useful Improvements in Playing-Cards, of which the following is a specification, reference being had therein to the accompanying drawings.

This invention relates to a card game, and more particularly to a game by which all the possibilities, chances and science of a baseball game can be realized by the participants in the card game.

An object of my invention is to provide a card game which will afford considerable amusement to adults, as well as juveniles, and particularly baseball enthusiasts, the game including moves and plays of a regular professional baseball game.

The game apparatus includes a deck of sixty cards and a diagram of a baseball diamond with four pawns to represent the players or men on bases. The card deck is divided into three divisions, namely, the pitcher's card; the batter's card, and the fielder's card. Each one of these divisions contain twenty cards, and the backs and faces of the cards of the three divisions are of different design so that the players, participants in the game can readily distinguish the cards.

In order that the following description of the card game can be fully understood, reference will be had to the drawings, wherein—

Figure 1 is a view of one of the pitcher's cards of which there are three in the deck; Fig. 2 is a view of another pitcher's card of which there are four in the deck; Fig. 3 is a view of another pitcher's card of which there are four in the deck; Fig. 4 is a view of another pitcher's card of which there are four in the deck; Fig. 5 is a view of another pitcher's card of which there are five in the deck; Fig. 6 is a view of a fielder's card of which there are four in the deck; Fig. 7 is a view of a fielder's card of which there are two in the deck; Fig. 8 is a view of a fielder's card of which there are three in the deck; Fig. 9 is a plan of a game apparatus showing the outline of a baseball diamond and pawns for the bases thereof; Fig. 10 is a view of a fielder's card of which there are three in the deck; Fig. 11 is a view of a fielder's card of which there are two in the deck; Fig. 12 is a view of a fielder's card of which there are two in the deck; Fig. 13 is a similar card of which there are two in the deck; Fig. 14 is a view of a similar card of which there is one in the deck; Fig. 15 is a view of a similar card of which there is one in the deck; Fig. 16 is a view of one of the batter's cards; and Figs. 17, 18 and 19 are perspective views of card suits illustrating the rear face thereof.

The pitcher's cards.—The pitcher's cards are to represent the different kinds of balls that are pitched during a game. The faces of the cards of this deck are illustrated by a hand holding a ball ready to be pitched. The manner in which the ball is held is characteristic of the kind of ball pitched. Five different kinds of balls are in this set and each are represented by a different color, as follows: 3 cards represent a spit ball and the ball is colored violet. 4 cards represent a drop ball and the color is yellow. 4 cards represent an out-curve and the color is green. 4 cards represent an in-curve and the color is blue. 5 cards represent a fast straight ball and the color is red.

The batter's cards.—The batter's cards are to represent the balls hit. A base ball player is shown on the face of this set swinging a club. A ball is also shown just above the club and is colored in one of the five colors that represent the different kinds of balls pitched. Thus, there are five balls colored red representing the five straight balls that are in the pitcher's deck, 4 balls colored blue representing in-curve, 4 balls colored green representing out-curve, 4 balls colored yellow representing drop-ball, 3 balls colored violet representing spit-ball. A red ball on the batter's cards can only hit a fast straight ball. A yellow ball on the batter's cards can only hit a drop ball, etc. On the batter's cards is also printed the location of the field to which a ball is hit, and also the number of bases the batter is entitled to providing his hit is not stopped or caught by a fielder.

The fielders' cards.—The fielders' cards are to represent the players in the field. The faces of these cards are illustrated by the different fielders in action attempting to stop the batted balls. The twenty cards of this set are distributed as follows: 4 cards representing the short stop, 2 cards representing the first baseman, 3 cards rep-

resenting the second baseman, 3 cards representing the third baseman, 2 cards representing the right fielder, 2 cards representing the left fielder, 2 cards representing the center fielder, 1 card representing the pitcher, 1 card representing the catcher. The names of the various positions of the fielders are printed on the face of the cards, so that there can be no mistake as to their position.

How to play the game.—To play the game with all the science that the game affords the players must first acquaint themselves with the cards. By knowing the deck and being thoroughly familiar with every card, the persons playing will find little difficulty in putting up a strong game. After choosing who will pitch and who will be the batter, the pitcher will take the two sets (pitcher's cards and fielders' cards) keeping them separate, and the batter will take the batter's cards. After shuffling, each will draw five cards off the top of his decks. The pitcher draws five cards of the pitcher's deck and five cards of the fielder's deck. Placing the diagram of the diamond on the table, with the home plate in front of the person who is to bat first, the player will place one of the little figures on home base to represent the batter. The game is now ready to start. The pitcher selects any one of his five cards, which represent the different kinds of balls pitched, and lays it down face up. The batter in order to hit the pitched ball must hold a card which has the same colored ball on it as the card that is pitched. If so, he lays it down face up; if not, he must discard one from his hand face down and a strike shall be declared on the batter. If three strikes are declared on the same batter before he makes a hit he shall be declared out. If the ball was hit by the batter, the pitcher now looks at his fielders' cards and if he holds a card that will stop or catch the ball hit by the batter, the batter is out, if not the batter will be entitled to as many bases as his card designates. The batter now draws a card from his set and the pitcher draws a card from his pitcher's deck. If the pitcher used a fielder to put the batter out, he must draw one card from his fielder's deck. If no fielder was used, the person pitching may have his choice of discarding one of his fielders and drawing, to better his hand or if he thinks his hand is as strong as possible he need not discard. The game is continued by the pitcher pitching another ball and the batter hitting it. This is continued until the pitcher has declared three men out. The decks are then exchanged and play resumed.

Five, seven, or nine innings constitute the game. The one having the largest score at the end of the game is the winner.

To better illustrate the possibilities of the game, a half an inning will be described as it can be played with the cards. The pitcher throws a fast straight ball. The batter sees he has two cards that can hit it, namely, a two base hit to left field and a grounder to second base for one base. He chooses the latter, and the pitcher failing to hold a second base man in his hand the batter is safe. After each draws a card the pitcher now throws an in curve. The batter can hit it to center field for three bases, but thinks the pitcher holds a center fielder, so he discards one card from his hand and calls it a strike on the batter. At the same time he moves his pawn from first base to second base, saying; "My runner seals second base". The pitcher holding no second base man, the runner is safe. The pitcher now throws a spit ball. The batter hits it to a short stop for one base. The pitcher holding a short stop card the batter is out; the base runner remaining at second base. The next ball pitched is an out curve. The batter hits it to right field for two bases. The pitcher holding a right fielder card, the batter is out. But the batter moves his base runner to third base on the out. The pitcher holding a third baseman in his hand throws out the card and the runner is declared the third man out.

Rules of the game.

A hit (fly or grounder to the in or out field) is good for as many bases as is shown on the card, providing the ball is not caught or stopped by a fielder. If the ball is not caught or stopped by a fielder, the men who are on the bases when the ball was hit are entitled to as many bases as the hitter. If a fly ball is hit to the infield and is caught by a fielder, the batter is out, and if men are on the bases, they must remain on that base which they occupied before the ball was hit.

Forced plays.—When men are on bases and a grounder is hit to the third baseman, short stop or second baseman, and the men are forced to advance, the man nearest home plate shall be declared out, if the ball is stopped by any one of the three said players. On a forced play when the ball is batted to the pitcher or first baseman and the pitcher holds either one of these men in his hand that can stop the hit, the batter shall be declared out, (a sacrifice hit) and the base runner or runners shall each advance one base.

A double play can be made on a forced play, providing the ball hit is stopped by the short stop, second or third basemen in which case the man nearest home plate (who is forced to run) is out, and the base runner next to him (if forced to run) is also out, if the pitcher holds the corresponding baseman in his hand. In case men are on first and second base and a ball is hit to second base-

man and stopped by him, the man running to third base shall be declared out and in this case in order to complete the double play, (that is to retire the man who is forced to run from first base to second) the pitcher must hold a short stop card in his hand.

On a fly hit to the outfield and the ball is caught, any base runner or all base runners may advance one base, (if the batter so chooses to move his men) and shall be declared safe if the pitcher does not hold the corresponding baseman in his hand. If the pitcher does hold such baseman in his hand, the base runner is declared out. If two or more runners advance on the play only one base runner can be put out. That one being determined by the fielder's card that the pitcher shall throw from his hand.

A player may steal any base when a strike is called on a batter. The base runner is safe if the pitcher does not hold a fielder in his hand corresponding to the base which was stolen. If such a card is held the base runner shall be called out.

On a double or triple steal, only one base runner can be put out. The runner will be declared out by the pitcher providing he holds any card (fielder's card) corresponding to any one of the bases stolen.

Batter is safe.—When he hits a ball pitched, which is not stopped or caught by a fielder. When he steals a base and the pitcher does not hold the player corresponding to the base stolen. A base runner may steal a base only when the batter does not hit the ball pitched.

Batter is out.—When three strikes are called. When the pitcher can stop or catch a batted ball with his fielders' cards. When a base runner steals a base and the pitcher holds a corresponding fielder in his hand.

From the foregoing it is apparent that the card game represents all possibilities, chances and science that can be displayed in a base ball game. The pitcher and the fielder represent one team, the batter the opposed team. The pitcher and the fielders must always be aware of each other's designs and plans, and therefore, in this game the pitcher's and fielders' cards are held by the same player. Before pitching the ball a player looks at his fielders, and sees whether there is among them a man he can depend upon to stop the ball when the batter hits it. The batter's part can be played most scientifically. Watching the outplayed pitcher's and fielders' cards, he can often play a sure game, hitting the ball to a place on the field, where he knows there is no one to stop it, or steal a base, knowing beforehand that there is no baseman to hold his man.

When played by more than two persons the game is played in the following manner: One player is a pitcher and fielder, the other players are all batters. The pitcher takes five of his cards and five of the fielders' cards, and one of the players (usually the player sitting opposite the pitcher) takes five batter cards. As soon as this man is out or gets his man on a base, the player puts the rest of his cards into the batter's deck, and the next player to him takes five cards from the batter's deck and continues the game, as second batter at the plate. When three men are out, the cards are exchanged and the player nearest to the pitcher becomes pitcher and fielder and the former pitcher becomes one of the batters. After 5, 7 or 9 innings as per agreement, the player that made the most number of runs is the winner. Of course in this game everybody plays for himself, and if the batter reaches bases, it is the object of the next player to see that the batter shall not reach the home plate.

It is optional with the players to accept the following rule: A pitcher being afraid of his batter has the right to throw out a pitcher's card face down, and a "ball" will be called on the pitcher. The batter has the right in such a case to discard one of his cards and draw another from his deck. This rule favors a pitcher and also makes the game slow.

What I claim is:—

1. A deck of cards for use in playing a card game of base ball, including a plurality of suits and a plurality of like cards in each suit, one of said suits having indicia thereon representing the different kinds of balls that are pitched during a game; another suit having indicia thereon representing balls that are hit during a game, and another suit having indicia thereon representing the different players in a game.

2. A deck of cards for use in playing a card game of base ball, including a pitcher's suit, a batter's suit, and a fielder's suit, each suit having a plurality of like cards and the cards of all of said suits having indicia thereon representing the different balls, players and plays of a baseball game.

3. A deck of cards for use in playing a card game of baseball, including a pitcher's suit of twenty cards, a batter's suit of twenty cards, and a fielder's suit of twenty cards, each suit having a plurality of like cards and the cards of all of said suits having displayed thereon pictorial representations of players and devices used by players in the game of baseball.

4. A deck of cards for use in playing a card game of baseball, including a pitcher's suit of twenty cards displaying thereon pictorial representations of the various kinds of balls pitched during a game, said suit having a plurality of like cards; a batter's suit of twenty cards displaying thereon pictorial

representations of balls that can be hit during a game, location of the field to which a ball is hit, and the number of bases a batter is entitled to; and a fielder's suit of twenty cards displaying thereon pictorial representations of players in the field, said batter's and fielder's suit having a plurality of like cards.

5. A deck of cards for use in playing a card game of baseball including a plurality of suits and a plurality of like cards in each suit, the cards of one suit having indicia on both sides thereof representing the different kinds of balls that are pitched during a game; the cards of another suit having indicia on both sides thereof representing the balls that are hit during a game, and the cards of another suit having indicia on both sides thereof representing the different players in a game.

6. A deck of cards for use in playing a card game of baseball including a pitcher's suit of twenty cards each displaying on one side thereof pictorial representations of players and devices used by players in the game of baseball and on the opposite sides thereof indicia identifying the cards with the pitcher's suit, a batter's suit of twenty cards each displaying on one side thereof pictorial representations of players and devices used by the players in the game of baseball and on the opposite side indicia identifying the cards with the batter's suit, and a fielder's suit of twenty cards each displaying on one side thereof pictorial representations of players and devices used by players in the game of baseball and on the opposite side thereof indicia identifying the cards with the fielder's suit.

In testimony whereof I affix my signature in presence of two witnesses.

ELI V. ELCOUIN.

Witnesses:
ANNA M. DORR,
CHAS. W. STAUFFIGER.